

Registration Info

*WALK-IN

Salt Creek Community Park & Recreation Center
2710 Otay Lakes Road, Chula Vista, CA 91915
(other city run recreation centers will also accept registration)

Payment by cash, check, VISA, MasterCard, or American Express

YOU WILL NEED A VALID EMAIL ADDRESS

ONLINE

24 hours per day

Payment by VISA, MasterCard, or American Express

<http://activenet.active.com/chulavistarecreation>

This packet contains rules and regulations and serves as a reference guide for all of our current sports leagues



Ethan Wing
Adult Sports Leagues Supervisor
Telephone: (619) 585-5653
ewing@chulavistaca.gov

SOFTBALL/KICKBALL

Softball/Kickball: \$435/team
“Big Ball”: \$515/team

*If registering online, there is a non-refundable service charge (\$20.73) charged by the software company for each team registration.

Each team will be required to pay **\$12 cash** at the pre-game meeting each game to cover the umpire fees. If a team does not have the \$12, the game will be declared a forfeit.

If a team forfeits, the forfeiting team must pay the \$24 forfeit fee within 2 business days or will be dropped from the league.

WOOD BAT LEAGUES

There will be some leagues that are Wood Bat only. All Wood Bat only leagues have unlimited home runs and play with a COR .52 / 300 lbs Compression ball.

For Coed Wood bat leagues, the Men only will need to hit with Wood Bats while the Women will still be able to hit with ASA & USSSA approved bats. Wood Bat leagues will play under the same timing guidelines; however, games may be played up to 9 innings.

BIG BALL LEAGUES

- Games are 60 minutes until no new / 65 until kill OR 9 innings

- 16-inch mush ball
- Gloves are optional
- NO restrictions on bats (must be a softball bat)
- Arch on the pitches is 6-10ft
- Pitcher must pitch from the front rubber or designated line
- There is NO box rule
- The batter must take a FULL swing (must break his/her wrist)

LEAGUE START DATE / MANAGER'S MEETING

The Summer 2015 league will begin the week of **August 3rd, 2015.**

DISCIPLINARY & COMPETITION COMMITTEE

A committee of 3-4 members will be established each season to act upon disciplinary measures for violators of acceptable conduct set forth in this rules packet, as well as assist in the evaluation of players and teams to ensure safe and balanced competition. The committee will consist of the City of Chula Vista Athletic Director, 1 or 2 players/managers who were nominated or delegated, and a representative from the official's organization.

AVAILABLE FIELDS

League locations will be posted at <http://www.chulavistaca.gov/departments/recreation/sports/adult-sports>

The Adult Athletics Section reserves the right to modify any rule without notice, move a team from one field to another with notice, and make the final decision on all rulings not associated with the actual game play, in which case, the umpire has full authority, unless there is a call that is validly protested.

GENERAL INFO

Each manager will be responsible for informing his/her players of the content of this rules packet and may be responsible for the conduct of his/her teams players, and spectators.

INSURANCE

Players are responsible for providing their own insurance. Teams or players looking to buy insurance may contact the Athletics office for more information.

ROSTERS

1. Initial rosters must be turned in to staff at the first game. Players **MUST** print their first and last names legibly and sign the rosters for them to be considered valid. Rosters will be available at first game.
2. Rosters will have a maximum of 20 players.
3. It is **FULLY** the manager's responsibility to make sure all players on his/her team are officially signed onto the roster. If the Athletics staff finds players who are not on the roster, those players may be ejected from the game.
4. **A team that doesn't have enough players to avoid a forfeit** may elect to play the game with players not on their roster, as long as the **opposing manager agrees**, and the following criteria are met:
 - a. The team using the players not on the official roster must not have more than 9 players in their lineup.
 - b. The player must sign a waiver that will be available at the field.
 - c. Any non-roster players must be removed from the game when there are 9 roster players available.
5. All players must have a valid California ID, driver's license, current student ID, or military ID in case of "roster check"
6. Forfeits will no longer be declared for illegal players. Players will be ejected if deemed "illegal". However, if a team drops below 8 players due to illegal players, the team will forfeit the game.

7. Players may be added on to the roster up until the 5th game of the season begins. After that, no additions will be made without prior written approval from the League Supervisor.

PROTESTS

The following procedure **must** be followed in order to have a protest considered:

1. The manager of the protesting team must notify the following people **immediately** (before next pitch, or before the game is called by the umpire)
 - a. Umpire
 - b. Opposing Manager
 - c. Scorekeeper (*only* at Monteville, Rohr, Veteran's and Eucalyptus)
2. Protest forms will be available at Mt San Miguel Park or can be emailed if requested.
3. The full protest must be completed and submitted to the Athletics Office at Mt San Miguel Park within 2 business days of the game, accompanied by \$20, refunded only if the protest is judged valid. **(PHONE CALL PROTESTS WILL NOT BE CONSIDERED)**
4. Protests may be considered valid but not enforced.
5. Protest will not be considered if it is a judgment call.
6. Make-up protest games may be played on different night than originally scheduled night
7. If the protest is deemed valid, the game will continue from the point when the game was protested.

ROSTER CHECKS

1. "Roster Checks" will be handled immediately on the field. If a team suspects an illegal player, the manager from the protesting team will inform the umpire and the opposing manager of a roster check. The team in question must provide the printed roster and show ID from the player(s) in question, and the umpire will verify the information provided by the manager and player(s) in question. If the player(s) in question are not on the roster, the illegal players will be ejected from the game and play can continue. The next at-bat only for the ejected player(s) will result in an out, and then the name will be scratched from the line-up. If the manager fails to provide a valid roster, the player(s) in question will automatically be ejected. If players in question are ejected prior to the start of the game, the lineup may be altered to avoid any automatic outs for the offending team. If the ejected players cause the team to drop below 8 players, the game will be forfeited.

BAT PROTEST

Managers may elect to have a bat protested if they feel it is illegal (exceeds 1.20 bpf or is altered). The following procedure must be followed in order to have a bat protest considered:

1. The manager of the protesting team must notify the umpire and player using the protested bat immediately, before the bat leaves the field.
2. The bat protest form must be completed and signed before the next pitch. Once the protest form is completed and signed, the protesting team agrees to pay \$100 to the City of Chula Vista for the protest within the next business day (cash, check, or credit card), refundable if the bat is deemed illegal. The protesting team also agrees to cover any damage to the bat caused by manufacturer's testing, not limited to the purchase of a new bat of equal value for the accused owner, if the bat is deemed legal through testing. Some manufacturers may be able to test without damaging the bat.
3. The owner of the bat may elect to turn over the bat to the umpire to be sent in to the manufacturer by the Athletic Department, or the player will be ejected from the game immediately and serve a 2-year suspension. If the bat is protested, and the bat is taken out of sight of the umpire, the owner will be suspended. If the owner turns over the bat, the bat will be locked in a storage room until shipped off to the manufacturer to be tested.
4. If the bat comes back as an altered bat, the player will be suspended for 2 years and his/her name will be reported to all local league and tournament directors as an owner of altered bat used in competition.
5. If the owner of the bat does not step forward, the manager will make the decision to turn over the bat or serve the 2-year suspension.

CODE OF CONDUCT

1. The team manager may be responsible for his/her own fans and players. If the team manager cannot control an unruly fan or player, the team could forfeit its game. The umpire will warn the manager first before forfeiting the game.
2. Trash talk, taunting, and foul language will not be tolerated, and is subject to ejection for unsportsmanlike conduct.

ALCOHOL

1. Any player determined by the umpire to be drinking alcohol during the game will be ejected.
2. Any player determined by the umpire to be intoxicated will not be allowed to play. If the umpire makes the determination that a player is intoxicated during the course of the game, the player will be ejected from the game.

3. Teams must abide by the "Good Neighbor Policy". Multiple infractions will result in a possible team suspension (see last page).

4. **ABSOLUTELY NO GLASS CONTAINERS.** Violators will be subject to fine(s) if caught by Park Ranger.

EJECTIONS

1. A player ejected from a game shall leave the field immediately. If a player is ejected for unsportsmanlike behavior, the player will be required to leave the bleacher area and the park (out of sight and sound from the umpire), within 3 minutes. Failure to do so may cause the player's team to forfeit the game. The umpire should give a final warning at 2 minutes, 30 seconds.
2. When a player is ejected, their next time up to bat will be an out, and then their name will be scratched from the lineup. If they are currently at bat it will be an out and their following at bat will also be an out.
3. A player ejected from a game for unsportsmanlike behavior will face a minimum of one game suspension that will be enforced the following game.
4. A player who is ejected from a game a second time for unsportsmanlike behavior will be ineligible from further participation for the remainder of the season, and possibly a longer suspension.
5. Any player or fan threatening staff or an umpire will be banned from our league for a minimum of 1 year.
6. Any player involved in a fight before, during, or after one of our games may face a lifetime ban.

PARK REGULATIONS

1. NO GLASS CONTAINERS allowed in any City Park.
2. **Smoking is prohibited in all City Parks.** Players will be subject to ejection if caught smoking in the Park their game is played. This also includes parking lots and restrooms. Any patron to the park is subject to a fine by the Park Ranger if caught smoking.
3. Children may not be left unattended in City Parks. Children are not allowed in the dugouts during the game.
4. Pets may not be left unattended in City Parks and are not allowed in dugouts during the game.
5. No amplified music is allowed in City Parks, including parking lots. **This includes car stereos.**

LINEUPS

1. Teams must complete the line-up on the scorecard that will be present at the field, prior to the start of the game. Player's first and last names should be included on the lineup. Once the lineup is submitted, it is considered "official."
2. Any additions must be made to the bottom of the official lineup. Any players listed on the lineup, and not present at the time of his/her at-bat will be called out and scratched from the lineup.

SCOREKEEPING

There will be no scorekeepers at Mt San Miguel Park. The umpires will be responsible for keeping score. It is **highly recommended** each team keep track of the score and verify every half inning with the umpire the correct score.

There will be scorekeepers at Montevalle, Eucalyptus, and Veteran's. It is still highly recommended each team keep track of score.

WEATHER

1. In case of bad weather, please check the City website for field conditions (see header on first page).
2. Once the umpire is present, it is the umpire's sole discretion as to the fitness of the field and visibility of the ball in foggy situations. If the umpire determines the game to be playable, the games will be played. Teams may not protest the game on the basis of the conditions of the field or condition of the fog because it is a judgment call by the umpire. If a team feels the conditions to play are not safe, they can elect to forfeit the game.
3. If the umpire cancels the first games of the evening, or any game in progress, due to weather or fog, all successive games will be cancelled. Staff will call the remaining teams if games are cancelled.

MAKE-UP GAMES

1. In games that cannot be considered a completed game, the game will be rescheduled and start over from the beginning with a 0-0 score.
2. The umpire should return the money to the teams if the game is not "completed" due to weather or fog.
3. Make-up games are generally scheduled after the last regular season game. Additional make-up games will continue to be scheduled in order of when they were postponed.
4. Make-up games may be played on a different night than originally scheduled night.
5. We guarantee a **minimum of 8 regular season games** during our full length seasons (winter, spring & summer), playoffs and a championship. Fall season is generally a shortened season.

STANDINGS

Standings will be posted online and should be available 2 business days after your game.

EQUIPMENT

1. Game balls for all leagues will be COR .52 / 300 lbs Compression.
2. Each manager is responsible for providing an appropriate COR back up ball prior to the start of the game. Failure to provide an appropriate COR back up ball will result in an automatic 3 runs awarded to the opposing team. Balls will be available for sale (limit of 1 ball per team) for \$5 each at Mt San Miguel.
3. Metal cleats **will not** be allowed. Any player caught wearing metal cleats during a game will be ejected.
4. All bats must be either ASA or USSSA approved. Bats must bear the association stamp or the bat will be considered "illegal."
5. Any player using an illegal bat will be ejected from the game. Once the next pitch is thrown to another batter, the batter that previously used an illegal bat is exempt from ejection for that occurrence. If an illegal bat is present in the dugout, the owner will be ejected. If the owner does not step forward, the manager will be ejected.
6. Umpires **will not** check ASA or USSSA legality unless appealed by the opposing manager.
7. Bat Protest – see above

RULES

The Amateur Softball Association rules shall be enforced with the following and preceding “House” rule changes.

GAME TIMING

The game clock will begin at the designated game time, according to the schedule, regardless of if the teams are ready to play. There will be no new inning started after 60 minutes. At this point, the umpire will announce, “5 minutes until kill time.” If the inning is not complete at this time, the inning will be completed or **the game will end at 65 minutes (kill time)** whichever comes first. If the home team is at bat and is ahead in score at 65 minutes, they will be declared the winner. If the score is tied at 65 minutes, the game will end in a tie. If the visiting team is at bat and trailing in score when the game ends at 65 minutes, the home team will be declared the winner. If the home team is at bat, and is trailing in score when the game ends at 65 minutes, the game reverts back to the previous inning. If the visiting team is at bat and is ahead in score at 65 minutes, the game reverts back to the previous inning. At the moment of kill time, if the batter is in the batter's box, or has already received pitches, "kill time" will be called and the current at-bat will be completed unless the batter elects **not** to continue the at-bat. No subsequent at-bats will be allowed. If the umpire is late for the game time, the game clock will begin once the umpire is on the field and has started the game time.

“FOR PLAYOFFS” Game times will be 6:15pm, 7:30pm, and 8:45pm. There will be “No New Inning” started after 60 minutes. The inning will be played to its entirety.

PRE-GAME

Managers from both teams will meet with the umpire for a pre-game conference to discuss ground rules and other items as determined by the umpire. The following rules may be WAIVED at pre-game if both managers agree:

One-up home run rule (with exception of Wood Bat leagues)

- a. There will be unlimited home runs in the Wood bat leagues.

Courtesy Runners

- a. Team can use courtesy runners as needed, as opposed to designating 2 players before the game
- b. Courtesy runners still must remain the last out

Mercy Rule

- a. If both teams agree, the mercy rule will be added

Pitcher's Box

- a. If both teams agree, the pitcher's box addendum may be waived. Additionally, if both teams agree, the pitcher's box addendum may be waived only for females as well.

HOME TEAM

The home team is listed second on the schedule. The home team receives the game ball after the completion of the game.

FORFEITS

A team must have 8-roster players at game time to avoid forfeit (coed must have 4 men and 4 women, or 5 men and 3 women). A mandatory 10-minute grace period will be given to a team if needed to field a proper roster. This time will be deducted from game time. If an umpire is not present at game time, the grace period will begin immediately once the umpire is on the field and has verified the number of players for both teams.

A forfeit will be recorded with a score of 0 – 15.

PITCH COUNT

The batter will start the at-bat with a count of 1 ball and 1 strike.

PITCHING

1. The ball must be delivered with perceptible arc and reach a height of at least 6 feet from the ground, while not exceeding a maximum height of 12 feet from the ground.

2. The pitcher may take a position in a direct line any distance behind the pitcher's plate and in front of the second base. The pitcher may also elect to pitch from the pitcher's plate. The pitcher must come to a full and complete stop with the ball in front of the body. The front of the body must face the batter. This position must be maintained at least one second before starting the delivery. Once the

first pitch has been delivered to a batter the pitcher may continue to pitch from that location or can move closer to, or further from, the pitcher's plate. If the pitcher elects to pitch from a distance behind the pitcher's plate, all pitching regulations are in effect, including ASA Rule 6, Section 3, G – "The pitch shall be released at a moderate speed."

3. The pitcher **may** also elect to pitch from a pitcher's box. The pitcher's box will measure 4' wide and 12' deep. The pitcher may pitch anywhere within the pitcher's box. The box will begin 4' in front of the pitching plate and extend 8' behind the pitching plate. When the pitcher starts the pitch in the pitcher's box, AND maintains position between the 4' width of the pitcher's box throughout the hit, any ball hit "through" the pitcher's box will result in an out. If the pitcher has retreated to the side, or in front of the pitcher's box, or delivers the pitch from outside the pitcher's box, this rule does not apply. The definition of a hit "through" the pitcher's box will be a ball traveling between the height of the top of the pitcher's head and the ground and directly in between the boundary lines of the pitcher's box. Any ball hitting the ground prior to reaching the front of the pitcher's box will be played as a live ball and will not count as an out.

During the pre-game conference with the manager's and umpire, if both teams agree to not use the "pitcher's box", the rule addendum will not apply.

4. Pitches for intentional walks must be delivered.

STRIKE ZONE

The home plate, and the home plate extension, will constitute the strike zone. A legally pitched ball not batted and that lands on ANY part of the strike zone, which is 17" wide and 34" long, will be ruled a strike by the umpire.

BASE RUNNING

Any runner may lead off a base as soon as the ball leaves the pitcher's hand. There will be no base stealing. If a runner illegally advances and touches the next base, the runner is declared out. If the runner does not touch the next base and is returning to the base that was vacated, the runner can be forced out if the defensive fielder touching that base first catches the throw. After a legal pitch, which is not hit, a ball thrown to any fielder other than the pitcher is dropped, or an overthrow of the intended fielder is the result, the force is removed from the runner and the runner must be tagged to be out. All runners must retouch before advancing at their own risk.

COURTESY RUNNERS

1. No more than 2 players may have courtesy runners without opposing manager's approval. Courtesy runners should be used for legitimate injuries only. The players who need a courtesy runner must be declared before the game, unless an injury occurs during the game, then a player may request a courtesy runner (up to a maximum of 2) to the umpire and opposing manager. The courtesy runners will be the last out who is able to be a courtesy runner. If there are no outs, or if the last out is a player who needs a courtesy runner, the last player on the lineup will be used. Before the game the umpire will ask the managers if they would rather use courtesy runners "as needed". In this case, any player may use a courtesy runner and they do not need to be identified before the game. The courtesy runner will remain the last out in this case.

2. A courtesy runner whose turn is at bat while on base will be called out and removed from the base to take the at bat. A second courtesy runner is not permitted at this time.

PLAYER APPEALS

Evaluation Appeal for Skilled Players

- a. Teams wishing to appeal a skilled player should send an email to tfarmer@chulavistaca.gov mentioning the team name and the name of the player in question.
- b. The criteria as follows will be evaluated:
 - a. Is the player in question on a roster for an advanced division?
 - b. Does the player in question cause a safety concern?
 - c. Does the player in question cause an unfair advantage for the team he/she is playing on?

DUGOUTS

Only rostered team players may be in dugout. Spectators must stay outside of the dugouts.

WET BAG CONDITION

As field conditions change there may be a situation where the umpire declares a “Wet Bag Condition”. This is not a rule, but a condition based on the judgment of the umpire and cannot be protested. When rounding the bases, either when advancing on a batted ball or a multiple base hit, if “Wet Bag Condition” is declared, it means that all runners may go “over the top / break the vertical plane of the base” when rounding bases. If any runner does not break the vertical plane of the base, it is an “appeal play” just as leaving a base too early on a caught ball. If there is a force out a player must touch the base.

HOME RUNS

1. The “one-up” rule will be in effect, unless stated otherwise. The “one-up” rule states that no team may hit more than one home run more than the opposing team. An illegal home run will be ruled an out. If both managers agree, the “one-up” rule may be waived during their pre-game meeting with the umpire, in which case teams may hit up to 5 HR’s + 1-Up. There will be no more unlimited home runs, with the exception of the wood bat leagues.

2. Any home run that hits any part of residence at Veteran’s will result in an ejection for the batter.

MERCY RULE

****ONLY APPLIES WHEN BOTH TEAMS AGREE AT PRE-GAME MEETING WITH UMPIRE**** If both teams wish to play with the mercy rule, the mercy rule will be in effect when any team is winning by 20+ runs after 4 complete innings or 12+ runs after 5 complete innings. At this point the game is over.

CALLED GAME

1. In a “called game” 4 complete innings constitute a complete game. With this, after 3 ½ innings, if the home team is winning and the game is called, this will be a complete game and the home team will get the win.

2. In games that cannot be considered a completed game, the game will be rescheduled and start over from the beginning with a 0-0 score.

3. The umpire should return the money to the teams if the game is not “completed” due to weather or fog.

TIED GAMES

1. If a game is tied at end time and the last inning has been completed, the game will end in a tie. Each team will receive a ½ win ½ loss. There will be no extra innings to settle a game unless there is still time left prior to 60 minutes and 7 innings (or 9 innings for Wood Bat league) have not been completed. Game timing regulations still must be followed.

2. If a game ends in a tie in the postseason, the **higher seed** gets the win and advances.

POSTSEASON

The postseason bracket will be a single elimination tournament with the top 4 teams. All postseason brackets will be posted with the initial schedule.

TIEBREAKERS

Tiebreakers in the standings will be decided using these criteria and in this order:

- a) head to head record, b) total runs head to head, c) least runs allowed in season, d) most runs scored in season, and e) play-off game.

If 3 or more teams are tied with the same record, the tiebreaker criteria to determine the winner will be as follows:

a) most total wins against other 2 teams, b) least runs allowed against other 2 teams, c) most runs scored against other 2 teams.

COED RULES

1. A defensive team shall consist of 10 players. A game may be played without forfeit with (8) roster players. A minimum of 4 players of each gender must be represented in the field, and in the lineup. If a Coed team only has 3 women present, the team may play with 5 men and 3 women for a total of 8 players to avoid forfeit.
2. In Coed play, an outfield player who begins the play behind the restriction line may not attempt to throw a batter-runner out running to first base on a hit ball. In the event an outfield player who begins the play behind the restriction line throws the ball to first base when a player has hit the ball and is running to first, the play will be dead, the batter-runner will automatically be awarded second base and the team and player who threw the ball will be warned. Upon second occurrence and subsequent occurrences thereafter of the same act by the same team, the player who threw the ball will be ejected from the game.
3. Substitutions or courtesy runners must be of the same gender as the individual being replaced.
4. A batting order must be submitted prior to the game and followed during the game. The batting order will be fixed, may not exceed 16 players, and must be followed such that **three** batters of the same gender may never bat consecutively. *Suggestion:* It is best to alternate a male and female batter at the top and bottom of your lineup in case another player shows up to the game late. An example would be: 1. Male, 2. Female... 8. Male, 9. Female. This way, either a male or female would be able to be inserted into the lineup if they showed up late. Otherwise, the person showing up late may have to be used as a substitute.
5. Courtesy runners shall be the last recorded out made by the player of the same gender. If no player of the same sex has recorded an out, the player of the same gender listed last in the batting order shall be the courtesy runner. Teams are allowed to designate one male and one female that need a courtesy runner.
6. A minimum of 3 outfielders must be behind an outfield restriction line (160 foot arc from home plate) when the batter hits the pitch. While a female is batting, the rover can only be a female. Penalty: the batter and all base runners will be awarded one base unless each has advanced one base safely, in which case the play proceeds without reference to the violation.
7. There will be no restrictions on a player (man or woman) as to which defensive position he or she may play except for the rover position when a female is at bat.
8. A male batter, who is walked on 3 consecutive balls without any strikes pitched during his time at bat, shall be awarded second base. Base runners advance only if forced to vacate their base. **If only 2 are out;** If the **next batter** is a woman, she has the option to take first base or take her at-bats. Note: after a male batter receives 1 or more strikes and is then issued an intentional walk, he shall be awarded first base and if the next batter is a woman, she must take her at-bats.
9. There will be a "scoring line" at home for the Coed Division. The purpose of the "scoring line" is to eliminate all plays at home plate. The "scoring line" will be an extension of the first base line behind the home plate towards the backstop. All plays at home plate shall be by force out only, provided the runner from third base has crossed the commitment line. To score, the runner must cross over the line anywhere from the batter's box to the end of the line before the defensive player touches home plate with the ball in possession. The defensive team may not tag the runner going home: Penalty: the runner is safe and the ball is declared dead. The runner may not slide: Penalty: the runner is out and the ball is declared dead.
10. The Commitment Line is located approximately half way down the third base line. If a base runner touches or crosses the commitment line, they are committed to go forward. They may not go back to third base. Penalty: the runner is out and the ball is declared dead.

KICKBALL RULES

General Rules:

1. Each team has between 11 to 20 players. Teams with less than 13 players may have up to 2 "free agents" added to their roster. "Free agents" are individual players that do not register for a specific team.
2. Only players registered for a team can play for that respective team. Non-team members are NOT allowed to play for a respective team. The only exception is when a team is short of the "Game Eligible" requirement (below) for players, in which the Substitution Rule (below) must be followed.

3.Game Eligible requirement: There must be at least 4 females and a total of 8 players participating at the start time of the game for a team to be "game eligible", otherwise the game will result in a forfeit loss. If both teams have less than 8 players or less than 4 females, then game-on and the game must start at its scheduled time.

4.Substitution Rule: If a team does not have enough registered team members to field a "game eligible" team (as stated in the Game Eligible requirement above), they may make concessions and request their opponent to approve additional players or play an official game with less than the required number of players. The opponent's Team Manager can negotiate any stipulations and **MUST APPROVE** any request in the presence of an official, else the game is considered a forfeit and can be played for fun. If the opponent agrees to an official game, then that decision cannot be changed later in the game. An example of a concession might be if Team A is short one female then they only play 10 in the field and they have an automatic out at the beginning of their lineup each time they reach that point in their kicking order. Of course, that needs to be agreed by the opponent's Team Manager.

5.Forfeit games result in a 3-0 victory for the non-forfeiting team.

6.No more than 11 players can take the field at one time.

7.There must be at least 4 females playing in the field each inning.

8.Team members are not required to take the field in order to kick.

9.Fielders can be changed between innings.

10.All fielders **MUST** kick.

11.All fielders and kickers must have footwear, bare-feet are not allowed.

12.The kicking order should be written down and exchanged with the other team.

13.The kicking order cannot change during the course of a game unless agreed by the other team.

14.If a team member cannot kick at their designated spot in the kicking order, their "at kick" will be counted as an out.

16.A referee/ump will be provided for each game.

17.Referees and Field Supervisors are trained and responsible for conducting games in a professional manner, and are empowered at their discretion to give a Warning and/or Eject any player that instigates arguments, foul language and/or flagrant abuse towards the opposing team, referee, field or park.

18.If a game is in progress and the remaining innings are cancelled due to lightning, four (4) innings will constitute a complete game. However, please stay in the area if the referee asks you, as the game may be able to be completed after a time delay. Games in progress will be picked up from where they were suspended. If a team leaves and does not come back as the referee indicated, that team will take a forfeit. If the game is not complete through four (4) innings or did not start, any cancellations will be rescheduled.

Playing Rules:

1.Each game will be 7 innings or one hour in length, whichever comes first. For shortened games due to rain or other externalities, 4 full innings constitutes an official game.

2.If time permits, extra innings will be played for tied games until the tie is broken or an hour is reached. Each team gets a chance to kick in extra innings and receives the same number of Outs.

3.If after 1 hour the game is still tied, the game will be recorded as a tie unless it is a tournament game. In the event of a tournament tie game, a winner must be crowned so the game will complete extra innings until one team wins outright. For tournament game extra innings, teams will start their at-bat with the next kicker in the lineup on 2nd base, 1 out and each kicker will start with 2 balls on the count. The first team to have a higher run total at the end of a full extra inning wins the game.

4.Each team gets to kick in each inning. Once 3 Outs have been recorded against a team, their "at kick" is over. Once both teams have kicked, the inning is over.

5.The Schedule at the beginning of the game will determine the home and away team. The home team is in the field first and has the last at-bat in the game.

6.Each team's roller rolls the ball to the opposing team's kicker.

7.The Roller must release the ball BEHIND the roller's mound and within two (2) feet on either side of the roller's mound (mirroring the two feet on each side of the home plate strike zone).

8.The Roller CANNOT sidearm or overhand roll the ball when delivering the ball to the kicker.

9.The Roller MUST roll or bounce the ball multiple times in route to home plate. If the Roller one-hops (only one bounce) the ball across home plate or throws the ball in the air and hits home plate without the ball bouncing or rolling that roll is considered a Ball regardless if it is less than 6 inches or not.

10.Un-kicked balls will result in either a Ball or a Strike call by the referee.

11.Any roll which results in the ball being outside the strike zone is considered a Ball. Rolls which hit one of the strike zone cones are considered a Ball.

12.Any roll which is more than 6 inches off the ground when it crosses the plate is considered a Ball.

13.All other rolls are considered Strikes (i.e. the ball rolls within the strike zone cones and is below 6 inches).

14.Each kicker is allowed THREE (3) Strikes. A kicker is called Out on the FOURTH (4th) Strike.

15.Foul balls ARE CONSIDERED STRIKES. Any ball which is kicked and lands outside of the foul lines is considered a foul ball.

16.A "double-kick" or the ball bouncing up and hitting the kicker after a kick is considered a foul (and therefore a Strike).

17.A ball that is kicked and hits a 'back-stop', trees, wires or anything extraneous to the playing area before an opposing player touches the ball is considered a foul ball (and therefore a strike), and is a dead ball after the contact occurs.

18.A foul ball DOES COUNT as a FOURTH strike!!

19.Each roller is allowed THREE (3) Balls per kicker. Upon a FOURTH Ball to the respective kicker, the kicker is Walked and is awarded first base.

20.Walking Rule: If a player (male or female) is Walked at any time and a female kicker is next at-bat in the lineup, the Walked player automatically Walks to 2nd base. If there are 2 Outs, the female kicker next at-bat has the option of also Walking to 1st base or kicking.

21.The Roller and fielders (other than the catcher) must be IN-LINE or BEHIND an imaginary line between 1st and 3rd bases (crosses over the Roller's mound) until the ball is rolled. Once the ball is rolled, only the Roller can advance past the imaginary line towards home plate. No other fielders other than the Roller and Catcher can cross the imaginary line until the ball is kicked. If a fielder comes across that imaginary line before the ball is kicked and fields the ball, the kicker is automatically safe at 1st base.

22.The kicker must wait for the ball to reach home plate before kicking the ball. If any part of the kicker's "planting foot" (non-kicking foot) is in front of home plate when they kick the ball then the kick is considered a FOUL ball. Therefore if the kicker kicks the ball in the air and it is caught then the kicker is OUT similar to a foul ball, else the call is a strike against the kicker.

23.The kicker may kick the ball behind home plate and if the ball travels into fair territory before passing 1st or 3rd base then it is a FAIR ball (even if it hits or is outside the strike zone cones).

24.When a kick is made into fair territory, the kicker runs toward first base.

- 25.If the ball never hits the ground once kicked and is caught by a fielder, the kicker is out regardless of whether the ball is in fair or foul territory.
- 26.The kicker is also out if the ball is controlled by a player touching first base prior to the kicker reaching first base.
- 27.Forced outs can be made by the defense if a fielder has control of the ball and touches a base that a runner must run to (and cannot run back to the prior base since another runner is behind them) before the runner reaches the base.
- 28.Runners are NOT allowed to lead-off from a base or steal a base. Runners CANNOT leave their base until the ball is kicked. If the runner leads-off or runs prior to the kick, the runner is automatically out.
- 29.Any runner not on a base can be hit with the kickball by a fielder. If the runner is hit while not on a base, the runner is out unless the runner is hit in the neck or head. The runner is not out if hit in the neck or head. Also, runners are allowed to over-run first base, but must not show intention to round first and head to second base. If the runner shows intention to head to second (determination is at the discretion of the referee) and is hit by the kickball below the neck then the runner is out. No other bases can be over-run.
- 30.Any runner not touching a base that is hit by a ball which was kicked by one of their teammates is considered out regardless of where the ball hits them.
- 31.Runs are scored when runners cross home plate. Runner must cross and touch each base on the way to home plate. If the runner crosses home plate during the 3rd out in the field and the 3rd out was a force out, then the run does not count.
- 32.If a fielder impedes a runner from reaching a base (i.e. "blocking the base or baseline", etc), the runner will be considered safe at the intended base.
- 33.If a runner impedes a fielder from fielding a ball (i.e. bumping, pushing or distracting the fielder while the fielder is in the motion of playing a ball), the runner is out.
- 34.If a ball is caught in the air by a fielder, runners must return to their base and "tag-up" before advancing to the next base. If the ball beats a runner to the base they were on before they "tag-up", the runner is out.
- 35.In-Field Fly Rule: GO Kickball does NOT use the In-Field Fly Rule since a kickball is more difficult to catch than a baseball or softball. But, a player may NOT intentionally drop a catch-able ball in an attempt to complete a double-play. If a player intentionally drops a ball as determined by the referee, then all players are safe at their next base including the kicker running to 1st base. If the Referee determines that the player accidentally dropped the ball, then play continues via normal rules of play.
- 36.Runners are allowed to slide into a base. If the runner slides or ducks to elude the ball and is hit while off the base (including the neck or head), they are out.
- 37.Runners can advance on a caught ball as long as the runner has tagged their original base after the ball was originally touched by any fielder. One fielder can tip and then catch later or tip to another player, but the runner can tag up when less than 2 outs once the first contact happens between fielder and ball.
- 38.When runners advance from one base to the next, they must stay in the imaginary "baseline" which is a straight line between two bases and approximately 5 ft in width. If the runner runs outside the baseline to elude a ball thrown at them they are out. If the runner runs outside the baseline to elude a fielder blocking the baseline, then they are still "live" and continue running to the next base.
- 39.Pinch Runners: Pinch runners are allowed only when a player on base is injured. When a player requests a pinch runner, the opponent team selects a player on the requesting team to sub as the pinch runner. The pinch runner must be a male replacing a male or female replacing a female. The requesting player is still part of the game and MUST continue to kick and field if they are one of only 4 females and/or one of only 8 players on the team to maintain an official game.
- 40.After a ball is kicked inside the field of play, the ball is considered "live" and runners can advance until the ball is controlled by the roller on the roller's mound or the ball is ruled "out of play" by the referee.

41.The catcher must play behind the line formed by the two strike-zone cones until after a kicked ball passes the cones. If the catcher opts to play near the cone line, then they must stand at least 2 feet outside of either strike-zone cone, and may not block the kicker's attempt to kick the ball in any way.

42.CATCHER INTERFERENCE: If a catcher plays near the cone line and moves within 2 feet of the strike-zone cones AND/OR interferes with the kicker's ability to kick the ball in any way, as determined by the referee, then the kicker will be awarded a Walk.

43.If 11 players are present in the field, one player must play the catcher position. If a team has 10 or less fielders, then they can all play in the field and forego a catcher.

44.If the ball is thrown or kicked by the defense out of the field of play, each base runner is granted one additional base. If any player on the offensive side knocks the ball away from the defense on purpose, the runner will be out and no one is allowed to advance further on the bases. The referee determines when the ball is considered out of play.

45.If someone fouls out, the play is considered dead as soon as the foul out occurs, and no runners can advance. Therefore, if someone catches a foul ball in the air, which was the 4th strike, the runner(s) cannot advance.

46.Referees are responsible for making calls on balls, strikes, outs, and runs scored for their respective fields, and the referees call is the final decision in all matters.

NOTE: Rules are subject to change AT ANY TIME at the discretion of the City of Chula Vista Recreation Department

Good Neighbor Policy

Teams playing in the City of Chula Vista adult softball league will:

Respect the neighboring residents

Drive carefully entering and exiting the park

Dispose of all trash and recyclables in appropriate containers

Not loiter or tailgate in the parking lot

Vacate the park by 10:15pm

Not play loud music from vehicles or portable radios

Not use obscene language

Not hang any signs without prior written approval

We must make every effort to be respectful of the residents in the surrounding neighborhood or we create the possibility losing league play at the facility.

PLEASE DO YOUR PART!!!!



Ethan Wing
Adult Sports Leagues Supervisor
Telephone: (619) 585-5653
ewing@chulavistaca.gov

BASKETBALL

\$310/team

*If registering online, there is a non-refundable service charge (\$20.73) charged by the software company for each team registration.

Each team will be required to pay **\$28 cash** to the scorekeeper each game to cover the referee fee. If a team does not have the \$28, the game will be declared a forfeit.

*If a team forfeits, the forfeiting team must pay a \$56 forfeit fee, within 2 business days or will be dropped from the league.

AVAILABLE DIVISIONS

Listed below are the available divisions and gyms and days offered for the Spring 2015 season. The skill divisions are as follows:

WEDNESDAY

D1 MV = Recreational (Monteville Gym) – 8 teams

D2 MV = Beginner (Monteville Gym) – 8 teams

D2 Pkwy = Beginner (Parkway Gym) – 8 teams

D1/C Pkwy = Recreational/Competitive (Parkway Gym) – 8 teams

All game times and location are subject to change based on final registration numbers.

LEAGUE START DATE

The Summer 2015 league will begin the week of August 3rd, 2015.

The Athletics Section reserves the right to modify any rule without notice, move a team from one division to another with notice, and make the final decision on all rulings not associated with the actual game play, in which case, the referee has full authority.

GENERAL INFO

Each manager will be responsible for informing his/her players of the content of this rules packet and will be responsible for the conduct of his/her teams player, and spectators.

Contact from/with the Adult Sports Office will be made primarily through text & email.

INSURANCE

Players are responsible for providing their own insurance.

AWARDS

Champions in each division will receive 10 numbered award jerseys.

Runner-ups in each division will receive 10 sleeveless/numbered t-shirts.

ROSTERS

*****ROSTERS AND SCORESHEETS ARE DIFFERENT FROM EACH OTHER*****

1. Initial rosters must be turned in to staff at the first game. Players **MUST** print their first and last names legibly and sign the rosters for them to be considered valid. Rosters will be available at first game.

2. Rosters will have a maximum of 15 players. **All additions to the roster must be made on or before the 5th game of the season.**
3. It is **FULLY** the manager's responsibility to make sure all players on his/her team are officially signed onto the roster. If the Athletics staff finds players who are not on the roster, those players may be ejected from the game.
4. **AFTER the 5th game of the season, a team that doesn't have enough players to avoid a forfeit** may elect to play the game with players not on their roster, as long as the opposing manager agrees, and the following criteria are met:
 - a. The team using the players not on the official roster must not have more than 5 players present for their game.
 - b. The player **MUST** complete the blank waiver with the scorekeeper
 - c. Any non-roster players must be removed from the game when there are 5 roster players available.
5. All players must have a valid California ID, driver's license, current student ID, or military ID in case of "roster check"
6. Forfeits will no longer be declared for illegal players. Players will be ejected if deemed "illegal". However, if a team drops below 4 players due to illegal players, the team will forfeit the game.

ROSTER CHECK

"Roster Checks" will be performed immediately on the court. If a team suspects an illegal player, the manager from the protesting team will inform the referee, the scorekeeper, and the opposing manager of a roster check. The team in question must provide ID from the player(s) in question, and the referee will verify the information provided by the manager and player(s) in question with the roster in the scorebook. If the player(s) in question are not on the roster, the illegal players will be ejected from the game and play can continue. If the manager fails to provide a roster, the player(s) in question will automatically be ejected. If the ejected players cause the team to drop below 4 players, the game will be forfeited.

CODE OF CONDUCT

1. The team manager is responsible for his/her own fans. If the team manager cannot control an unruly fan or player, the team could forfeit its game. The referee will warn the manager first before forfeiting the game.
2. Trash talk, taunting, and foul language will not be tolerated. A minimum of a technical foul shall be issued for any infraction, and a maximum of ejection with suspension.

ALCOHOL

1. Any player determined by the referee to be drinking alcohol during the game will be ejected.
2. Any player determined by the referee to be intoxicated will not be allowed to play. If the referee makes the determination that a player is intoxicated during the course of the game, the player will be ejected from the game.

EJECTIONS

1. A player ejected from a game shall leave the court immediately. If a player is ejected for unsportsmanlike behavior, the player will be required to leave the gym and the park (out of sight and sound from the referee and scorekeeper), within 2 minutes. Failure to do so may cause the player's team to forfeit the game. The referee should give a final warning at 1 minute, 30 seconds.
2. A player ejected from a game for unsportsmanlike behavior will face a minimum of one game suspension that will be enforced the following game.
3. A player who is ejected from a game a second time for unsportsmanlike behavior will be ineligible from further participation for the remainder of the season, and possibly face a longer suspension.
4. Any player or fan threatening staff, scorekeeper, or a referee will be banned from our league for a minimum of 1 year.
5. Any player involved in a fight before, during, or after one of our games may face a lifetime ban.
6. Any player receiving two technical fouls in a game is automatically ejected.

DISCIPLINARY/EVALUATION COMMITTEE

NEW A committee of 3-4 members will be established each season to act upon disciplinary measures for violators of acceptable conduct set forth in this rules packet, and to help balance out the league's competition. The committee will consist of the City of Chula

Vista Athletic Director, 1 or 2 players/managers who were nominated or delegated, and a representative from the official's organization or scorekeeper's organization.

PARK REGULATIONS

1. NO GLASS CONTAINERS allowed in any City Parks/Gymnasiums.
2. **Smoking is prohibited in all City Parks.** Players will be subject to ejection if caught smoking in the Park their game is played. This also includes parking lots and restrooms.
3. Children may not be left unattended in City Parks/Gymnasiums.
4. Pets may not be left unattended in City Parks/Gymnasiums.
5. Only players listed on the team roster should be on the team's bench.

SCORESHEETS

1. Blank score sheets will be sent to all managers prior to the start of the season. Managers must fill out the score sheet completely (with first **and** last names of players) and send back to Athletics office prior to the first week of games. Any **additions** may be hand-written in, but first and last names must be used.
2. Prior to each game, managers must check in with the scorekeeper to list players present for the game and players' numbers for the score sheet. If players have nicknames, put the player's nickname in parentheses next to the player's full name. Any player listed on the score sheet that is not present will be scratched from the list of players. **Any player listed on the score sheet that is not on the roster will be flagged as an ineligible player.** If a player arrives after the game begins, they must wait until a time-out or halftime to play.

Players must play in at least 4 games to qualify for postseason play, and must play in a game prior to the roster cut-off date.

STANDINGS

Standings will be posted online and should be available 2 business days after your game.

STATISTICS

1. Players' individual point totals, by shot type, will be tracked and posted online. High point scorer in each division will receive an additional award.

2. Point totals will only be kept for players whose first and last names are printed legibly on both the scoresheet and roster. Blank scoresheets will be emailed to manager's before the season begins.

EQUIPMENT

A technical foul will be assessed for each player without a numbered shirt or jersey. This will be a one-shot technical without the foul counting towards the player's foul count.

GAME BALL

The home team is responsible for providing and/or determining the game ball.

RULES

The NCAA rules shall prevail unless noted in this rules packet.

GAME TIMING

1. Game times and locations are as follows:

Monteville Gym Wednesday (2 courts) 6:30pm, 7:20pm, 8:10pm, 9:00pm

Parkway Gym Wednesday (2 courts) 6:30pm, 7:20pm, 8:10pm, 9:00pm

Salt Creek Gym Wednesday (1 court) 8:15pm, 9:10pm

All times and locations are subject to change based on team registrations.

2. Two (2) twenty-minute halves will be played. The last two (2) minutes of the **2nd half only** will be regulation (stop) clock.
3. If a game is tied at the end of regulation time, one (1) three-minute overtime will be played with the clock being regulation (stop) clock the last minute. Double-overtime, and any subsequent overtimes, will consist of one (1) two-minute overtime with the clock being regulation (stop) clock the last minute.
4. During each overtime, both teams will be awarded one (1) timeout only. (Regulation Timeouts do not carry over)
5. Each team will receive (3) 30-second time-outs per game. Maximum of 2 time-outs can carry over from the 1st half to the 2nd half.
6. Half-time will be 90-seconds. When the buzzer sounds at 90-seconds, teams must be ready to start the 2nd half..
7. Any team wishing to change the time of their game must have all teams involved in the move approve it before contacting Athletics staff.

MERCY RULE

When a team is leading by 20 points or more in the **second half**, the clock will only stop on timeouts.

FOULS

All players will be allowed 5 fouls. On the 5th foul, the player is ineligible to play in the game. If a team goes below 4 players, that team will forfeit the game.

TECHNICAL FOULS

Players receiving an unsportsmanlike technical foul must be removed from the game for a **minimum of 5 minutes** of game time from the point the game is restarted.

FORFEITS

A team must have 4-roster players at game time to avoid forfeit. A mandatory 10-minute grace period will be given to a team if needed to field a proper roster. This time will be deducted from game time. If a referee is not present at game time, the grace period will begin immediately once the referee is on the court and has verified the number of players for both teams.

POSTSEASON ELIGIBILITY

Players must play in at least 4 games to qualify for postseason play, and must play in a game before the add date. Postseason brackets will be on the schedule.

TIEBREAKERS

Tiebreakers in the standings will be decided using these criteria and in this order:

- a) head to head record, b) total points head to head, c) least points allowed in season, d) most points scored in season, and e) play-off game.

If 3 or more teams are tied with the same record, the tiebreaker criteria will be as follows:

- a) most total wins against other 2 teams, b) least points allowed against other 2 teams, c) most points scored against other 2 teams.



Ethan Wing
Adult Sports Leagues Supervisor
Telephone: (619) 585-5653
ewing@chulavistaca.gov
<http://www.chulavistaca.gov/rec>

GOLF (Spring Only)

FEES:

\$175 Per Team

LEAGUE START DATE:

The Spring 2015 league will begin May 4th, 2015 at 4:15pm.

NO PLAY DAYS:

We will not have matches on May 25th for Memorial Day Holiday

INSURANCE:

If desired, players are responsible for providing their own insurance.

AWARDS:

1. Eight awards will be given to the 1st and 2nd place teams.
2. One award will be given to the High Point Average person of the league (minimum of 6 matches played).
3. One award will be given to the Low Score Average person of the league (minimum of 6 matches played).
4. One award will be given to each High Point Average person for each team (excluding the High Point Average for the league – minimum of 6 matches played).

ROSTERS:

1. Rosters will be emailed to Ethan Wing (ewing@chulavistaca.gov) at least 1 week prior to the first match. Any additions to the roster will be emailed, up until the last match starts on Week 8, when no additional players can be added.
2. Each player must complete a waiver before playing

TEAMS:

1. Four players constitute a team.

STANDINGS:

1. Standings will be posted online and should be available 5 business days after your game (will vary).
2. Team win-loss records will determine standings.
3. Tied matches will be 1/2 win and 1/2 loss.
4. Ties for first or second place at the end of the season will be broken by results of matches played between involved teams during league play.

LINEUPS:

Both teams are responsible for completing the scorecard information and keeping accurate score for both teams.

1. First and last names **MUST** be used on all scorecards.
2. Staff will not be present for matches, so each team must complete a scorecard for their match.
3. Teams listed second on the schedule are the home team.
4. Pairings (1st & 4th, 2nd & 3rd, etc.) will be determined by the home team.

MATCH:

USGA rules apply unless otherwise specified with in this packet.

1. If a player does not report in, the forfeit shall result in a 0-6 score in favor of the player forfeited to.
2. If a player is late checking in, they may join their foursome at the next tee, with the first hole being a forfeited hole (signified by an X) and the total score going to the opposing player.
3. If a player does not complete 9 holes, their opponent automatically wins each of the remaining holes plus total score.

MATCH PLAY SCORING:

1. Matchups will be determined by low handicap through high handicap (for example, Team A has handicaps 3, 8, 9, 12; Team B has handicaps 6, 8, 10, 12. Matchups would be 3-6, 8-8, 9-10, 12-12)
2. In a team who is playing non-handicapped players versus a team with all players with established handicaps, all handicapped players must be matched up, as described above, prior to matching up the non-handicapped player with an established handicap player.
3. If a team has only 1 non-handicapped player, and the opposing team has only 1 non-handicapped player, the non-handicapped players will be matched against each other.
4. If both teams have equal number of non-handicapped players, but more than one, the non-handicapped players should be matched up according to their estimated handicap prior to the round.
5. If players on the same team have identical handicaps, they can make the decision which opponent they will match up against, assuming Rule #1 is not compromised.
6. We will play with the "Quad" rule, meaning, the maximum stroke total on any given hole is 4-over par (max of 7 on par 3, max of 8 on par 4, max of 9 on par 5).

7. PAIRINGS MUST BE DETERMINED BEFORE TEEING OFF THE FIRST TEE AND CANNOT BE CHANGED.

TEE PLACEMENT:

1. Men will use the tee boxes one from the back. Women will use the front tees at all golf courses.
2. Hole #6 at Chula Vista will be played as a Par 4.

GREENS FEES:

Green Fees will vary at each course.

HANDICAPS:

- 1.. All players will start without an established handicap.
2. Handicaps will be based on the last 5 rounds, with the lowest and highest score not factored in.
3. For handicapping purposes, scores of forfeited or practically forfeited matches will not be considered. Scores from rounds not completed (8 holes or less) will not be considered towards handicaps either.

4. All scores over triple bogey will be adjusted to triple bogey when computing handicaps.
5. Players will be given a handicap after their first round played.
6. Players who do not have a league assigned handicap will play with a minimum net score of 40, and their first round handicap will be based on their total net score* minus 40.
- *To figure net score for handicapping, all scores over triple bogey will be adjusted to triple bogey. Gross score will be count towards point totals and final round total.
7. A player may not receive more than one stroke per hole, or more than nine strokes per match, regardless of the differences in handicaps.
8. USGA and SCGA handicaps are **not** recognized in our league.

SCORING:

1. We will play with the “Quad” rule, meaning, the maximum stroke total on any given hole is 4-over par (max of 7 on par 3, max of 8 on par 4, max of 9 on par 5).

SCORECARD:

1. Both teams are responsible for keeping score.
2. It is the responsibility of both teams to verify scores immediately following each match, preferably each hole, and for both teams to have a representative sign each scorecard.
3. Both teams must enter in score information to the Google Docs Scorecard (link will be emailed to managers at the start of the season) by Tuesday evening. In case of dispute, scorecards must be kept from both teams to use as backup.
4. Scorecards should be turned in to a City employee the following week to be forwarded to the Athletics office.

WINTER RULES:

1. Lie may be improved from tee to green, excluding hazards (must use club head, no hands, no more than 6", and no closer to the green).
2. All putts must be holed out.

COURTESY RULES:

1. Players, please have consideration for the teams behind you, and be on the tee at your designated starting time.
2. **PLAY READY GOLF!!!!**
3. **PLAY READY GOLF!!!!**

HOW TO PLAY PENALTY SHOTS: SEE NEXT PAGE

Penalty Shots: How to play and score them

1. Out of Bounds (white stakes) – we see these a lot at Chula Vista, occasionally at Eastlake, and rarely at Salt Creek, but nonetheless, they are there. Since this is a twilight Golf League with time constraints, we play OB shots a little differently (or least have the option to play them differently) than the USGA rule book states.
 - a. If you hit a ball Out of Bounds, you have the option to 1) go back to the spot where your original shot was taken and add a **one-stroke penalty** to your score, or 2) you may drop at the nearest point of relief where your ball went OB for a **two-stroke penalty**.
 - i. Example for Option 1: Player A tees off and hits his ball OB. He searches for his ball but realizes it went OB. He drives back to the tee box and hits his **3rd shot** off the tee.
 - ii. Example for Option 2: Player B tees off and hits his ball OB. He searches for his ball but realizes it went OB. He drops at the point nearest to where his ball went OB and hits his **4th shot**.
 - b. If you think your ball may be OB, please hit a provisional ball in the essence of saving time.
2. Water Hazard (yellow stakes) – if you see water directly in front of you, you will probably see a yellow stake. Here are some options to playing these hazards.
 - a. You can always try to play out of a water hazard with no penalty. You cannot ground a club in any hazard (yellow staked, red staked, or sand hazard).
 - b. If you wish to drop you may:
 - i. Return to the spot where you took the original shot, and add a **one-stroke penalty**, or
 - ii. Drop anywhere in line with where your original shot was taken and where your ball entered into the hazard, plus add a **one-stroke penalty**. You must keep the hazard between where you hit your next shot and the hole (you must hit OVER the hazard).
3. Lateral Water Hazard (red stakes) – the most common hazard stakes (think the creek at Chula Vista Muni for most of the front nine).
 - a. You can always try to play out of a water hazard with no penalty. You cannot ground a club in any hazard (yellow staked, red staked, or sand hazard).
 - b. If you wish to drop you may:
 - i. Return to the spot where you took the original shot, and add a **one-stroke penalty**, or
 - ii. Drop two-club lengths from where your ball entered the margin of the hazard, no closer to the hole, and add a **one-stroke penalty**.
 - iii. Drop on the opposite side of the lateral water hazard, equidistant to the hole (no closer to the hole, equal to how far it would have been if you would have dropped your two-club lengths), and add a **one-stroke penalty**.